ART OF FIGHTING

Punch • Kick — A • B

Jab • Strong Kick — C

Depending on last input with A or B

Uppercut • Low Standing Kick — A C • B C

360° Kick — close C

Throw — very close C

Taunt — D

Decrease opponent spirit gauge

Retreat • Dash — ← ← • → →

Restore Spirit Energy — A • B hold

Wall Jump — air corner C

Play as Mr Big and Mr Karate in VS Mode

Only be accessed after being met in Story Mode and press START on Player 2's side to join in.

Super Move

Learn this move in bonus game

Desperation Move

Needs around 80% of spirit gauge and lifebar is below 25%

RYO SAKAZAKI

Kohô ↓↘→ A

Koô Ken ↓↙← A

Needs 20% of spirit gauge

Hien Shippû Kyaku ↙ → B

Needs 25% of spirit gauge

Zan Retsu Ken → ← → C

Needs 50% of spirit gauge

Haô Shôkô Ken → ↻ A

Needs 75% of spirit gauge

Ryûko Ranbu ↓ ↘ → C A

Needs 75% of spirit gauge

ROBERT GARCIA

Ryûga ↓↘→ A

Ryû Geki Ken ↓↙← A

Needs 20% of spirit gauge

Hien Shippû Kyaku ↙ → B

Needs 25% of spirit gauge

Genei Kyaku → ← → C

Needs 50% of spirit gauge

Haô Shôkô Ken → ↻ A

Needs 75% of spirit gauge

Ryûko Ranbu ↓ ↘ → C A

Needs 75% of spirit gauge

TODOH RYUHAKU

Kasane Ate ↓ ↙ ← A

Needs 20% of spirit gauge

Todoh has no throws

ART OF FIGHTING

JACK TURNER

Knuckle Pad — ↻ A

Needs 20% of spirit gauge

Super Drop Kick — ↙ → B

Needs 20% of spirit gauge

Sliding Kick — ↻ B

Needs 20% of spirit gauge

Sliding Knee — ↻ C

Jack is unable to jump off of wall

LEE PAI LONG

Low Tetsu no Tsume — ↻ A

Needs 20% of spirit gauge

High Tetsu no Tsume — ↻ B

Needs 20% of spirit gauge

Kachû Mô Wan Kyaku — ↙ → B

Needs 20% of spirit gauge

Hyaku Retsu Ken — → ← → C

Needs 40% of spirit gauge

Lee has no throws

KING

Venom Strike — ↻ B

Needs 20% of spirit gauge

Tornado Kick — ↙ → B

Needs 25% of spirit gauge

Surprise Rose — ↺ B

Needs 20% of spirit gauge

King has no throws

MICKEY ROGERS

Burning Upper — ↻ A

Needs 20% of spirit gauge

Punch Through — dash A

Rolling Upper — ↻ B

Needs 20% of spirit gauge

Ducking Punch — dash B

Mickey has no kicks, can't leap off walls, no throws either

ART OF FIGHTING

JOHN CRAWLEY

Mega Smash ↻ A

Needs 20% of spirit gauge

Flying Attack ↙ → A

Needs 20% of spirit gauge

Overdrive Kick ↺ B

Needs 20% of spirit gauge

John has no throws

MR. BIG

Ground Blaster ↻ A

Needs 20% of spirit gauge

Cross Diving ↻ ↗ ↑ A

Needs 15% of spirit gauge

MR. KARATE

Kohô ↝ A

Koô Ken ↻ A

Needs 15% of spirit gauge

Hien Shippû Kyaku ↙ → B

Needs 15% of spirit gauge

Zan Retsu Ken → ← → C

Haô Shôkô Ken → ↻ A

Needs 35% of spirit gauge

ART OF FIGHTING